

EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S1	6	((("5724345") or ("6526455") or ("6617980")).PN.	US-PGPUB ; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	OFF	2006/06/08 14:35
S2	7	(broadcast\$4 or narrowcast\$4 or cast\$4) near3 dynamic\$6 near3 code	US-PGPUB ; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/06/08 13:17
S3	2	(push\$4) near3 dynamic\$6 near3 code	US-PGPUB ; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/06/08 11:18
S4	192	(push\$4) near3 (JAR or (Java adj archive))	US-PGPUB ; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/06/08 11:21
S5	0	((push\$4) near3 (JAR or (Java adj archive))) with (broadcast\$4 or cast\$4)	US-PGPUB ; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/06/08 11:19
S6	0	((push\$4) near3 (JAR or (Java adj archive))) with (dynamic\$4)	US-PGPUB ; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/06/08 11:19
S7	0	((push\$4) near3 (JAR or (Java adj archive))) with (dynamic\$6)	US-PGPUB ; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/06/08 11:19
S8	0	((push\$4) near3 (JAR or (Java adj archive))) and (dynamic\$6 near3 code)	US-PGPUB ; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/06/08 11:20
S9	1	((push\$4) near3 (JAR or (Java adj archive))) and (dynamic\$6 near3 load\$4)	US-PGPUB ; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/06/08 11:21
S10	59	(broadcast\$4 or cast\$4) near3 (JAR or (Java adj archive))	US-PGPUB ; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/06/08 13:18

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S11	21	("5724345" "5937411" "6289510" "6359571" "6467089" "6480783" "6526455" "6571389" "6574518" "6578199" "6617980").PN.	US-PGPUB ; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/06/08 13:02
S12	4	(multicast\$4 or unicast\$4) near3 dynamic\$6 near3 code	US-PGPUB ; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/06/08 13:18
S13	0	(multicast\$4 or unicast\$4) near3 (JAR or (Java adj archive))	US-PGPUB ; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/06/08 13:19
S14	432	717/162	US-PGPUB ; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/06/08 14:35
S15	143	717/163	US-PGPUB ; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/06/08 14:35
S16	96	717/164	US-PGPUB ; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/06/08 14:36
S17	239	717/165	US-PGPUB ; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/06/08 14:36
S18	144	717/167	US-PGPUB ; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/06/08 14:36
S19	6	(S14 or S15 or S16 or S17 or S18) and (\$5cast\$4 with dynamic\$6)	US-PGPUB ; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/06/08 14:37

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1 [The pebble crurching model for load balancing in concurrent hypercube ensembles](#)



J. Barhen, S. Gulati, S. S. Iyengar

January 1988

Proceedings of the third conference on Hypercube concurrent computers and applications: Architecture, software, computer systems, and general issues - Volume 1

Publisher: ACM Press

Full text available: pdf(1.36 MB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The successful development of fifth generation systems require enormous computational capability and flexibility necessitating the ability to achieve operational responses in hard real-time through optimal resource utilization. This entails dynamically balancing the computational load among all the processing nodes in the system. We propose a graph-theoretic, receiver-initiated, distributed protocol for dynamic load balancing protocol in large-scale hypercube ensembles. Using attributed hyp ...

2 [DataScalar architectures](#)



Doug Burger, Stefanos Kaxiras, James R. Goodman

May 1997

ACM SIGARCH Computer Architecture News , Proceedings of the 24th annual international symposium on Computer architecture ISCA '97, Volume 25 Issue 2

Publisher: ACM Press

Full text available: pdf(2.11 MB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

DataScalar architectures improve memory system performance by running computation redundantly across multiple processors, which are each tightly coupled with an associated memory. The program data set (and/or text) is distributed across these memories. In this execution model, each processor broadcasts operands it loads from its local memory to all other units. In this paper, we describe the benefits, costs, and problems associated with the DataScalar model. We also present simulation results of ...

3 [A study on channel allocation for data dissemination in mobile computing environments](#)



Wang-Chien Lee, Qinglong Hu, Dik Lun Lee

May 1999

Mobile Networks and Applications, Volume 4 Issue 2

Publisher: Kluwer Academic Publishers

Full text available: pdf(205.92 KB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index](#)

terms

This paper studies channel allocation methods for data dissemination through broadcast and on-demand channels. Analytical models and cost formulae for exclusive broadcast channels and exclusive on-demand channels are provided. Based on the models, we further derive cost models for dynamic channel allocation methods and propose a channel adaptation algorithm for optimizing system performance. The channel adaptation algorithm can be executed in $O(n)$ time, where n

4 A two-tier heterogeneous mobile Ad Hoc network architecture and its load-balance routing problem

Chi-Fu Huang, Hung-Wei Lee, Yu-Chee Tseng

August 2004 **Mobile Networks and Applications**, Volume 9 Issue 4


Publisher: Kluwer Academic Publishers

Full text available:  [pdf\(1.28 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The mobile ad hoc network (MANET) has attracted a lot of interest recently. However, most of the existing works have assumed a stand-alone MANET. In this paper, we propose a two-tier, heterogeneous MANET architecture which can support Internet access. The low tier of the network consists of a set of mobile hosts each equipped with a IEEE 802.11 wireless LAN card. In order to connect to the Internet and handle the network partitioning problem, we propose that the high tier is comprised of a subse ...

Keywords: ad hoc network, load balance, mobile computing, routing, wireless network

5 The broadcast storm problem in a mobile ad hoc network

 Sze-Yao Ni, Yu-Chee Tseng, Yuh-Shyan Chen, Jang-Ping Sheu

August 1999 **Proceedings of the 5th annual ACM/IEEE international conference on Mobile computing and networking**

Publisher: ACM Press

Full text available:  [pdf\(1.18 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: broadcast, communication, mobile ad hoc network (MANET), mobile computing, wireless network

6 Compiler Optimization of Memory-Resident Value Communication Between Speculative Threads

Antonia Zhai, Christopher B. Colohan, J. Gregory Steffan, Todd C. Mowry


March 2004 **Proceedings of the international symposium on Code generation and optimization: feedback-directed and runtime optimization CGO '04**

Publisher: IEEE Computer Society

Full text available:  [pdf\(257.99 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

Efficient inter-thread value communication is essential for improving performance in Thread-Level Speculation (TLS). Although several mechanisms for improving value communication using hardware support have been proposed, there is relatively little work on exploiting the potential of compiler optimization. Building on recent research on compiler optimization of scalar value communication between speculative threads, we propose compiler techniques for the optimization of memory-resident values. In T ...

7 Reliable scheduling in a TMR database system

 Frank M. Pittelli, Hector Garcia-Molina

January 1989 **ACM Transactions on Computer Systems (TOCS)**, Volume 7 Issue 1

Publisher: ACM Press

Full text available:  pdf(2.14 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

A Triple Modular Redundant (TMR) system achieves high reliability by replicating data and all processing at three independent nodes. When TMR is used for database processing all nonfaulty computers must execute the same sequence of transactions, and this is ensured by a collection of processes known as schedulers. In this paper we study the implementation of efficient schedulers through analysis of various enhancements such as null transactions and message batching. The sch ...

8 [Virtual-topology adaptation for WDM mesh networks under dynamic traffic](#)

Aysegül Gençata, Biswanath Mukherjee

April 2003 **IEEE/ACM Transactions on Networking (TON)**, Volume 11 Issue 2

Publisher: IEEE Press

Full text available:  pdf(585.44 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We present a new approach to the virtual-topology reconfiguration problem for a wavelength-division-multiplexing-based optical wide-area mesh network under dynamic traffic demand. By utilizing the measured Internet backbone traffic characteristics, we propose an adaptation mechanism to follow the changes in traffic without *a priori* knowledge of the future traffic pattern. Our work differs from most previous studies on this subject which redesign the virtual topology according to an expect ...


Keywords: WDM, dynamic traffic, mesh network, mixed-integer linear program (MILP), optical network, virtual-topology reconfiguration

9 [AMRoute: ad hoc multicast routing protocol](#)

Jason Xie, Rajesh R. Talpade, Anthony Mcauley, Mingyan Liu

December 2002 **Mobile Networks and Applications**, Volume 7 Issue 6

Publisher: Kluwer Academic Publishers

Full text available:  pdf(216.21 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The Ad hoc Multicast Routing protocol (AMRoute) presents a novel approach for robust IP Multicast in mobile ad hoc networks by exploiting user-multicast trees and dynamic logical cores. It creates a bidirectional, shared tree for data distribution using only group senders and receivers as tree nodes. Unicast tunnels are used as tree links to connect neighbors on the *user-multicast tree*. Thus, AMRoute does not need to be supported by network nodes that are not interested/capable of multicasting ...

Keywords: IP multicast, mobile ad hoc networks, network protocols, routing

10 [Implementing aggregation and broadcast over Distributed Hash Tables](#)



Ji Li, Karen Sollins, Dah-Yoh Lim

January 2005 **ACM SIGCOMM Computer Communication Review**, Volume 35 Issue 1

Publisher: ACM Press

Full text available:  pdf(391.51 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Peer-to-peer (P2P) networks represent an effective way to share information, since there are no central points of failure or bottleneck. However, the flip side to the distributive nature of P2P networks is that it is not trivial to aggregate and broadcast global information efficiently. We believe that this aggregation/broadcast functionality is a fundamental service that should be layered over existing Distributed Hash Tables (DHTs), and in this work, we design a novel algorithm for this purpose ...

Keywords: aggregation, broadcast, distributed hash table, peer-to-peer, tree

11 Seamless channel transition for the staircase video broadcasting scheme

Yu-Chee Tseng, Yu-Chi Chueh, Jang-Ping Sheu

June 2004 **IEEE/ACM Transactions on Networking (TON)**, Volume 12 Issue 3

Publisher: IEEE Press

Full text available:  pdf(800.72 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In the literature, many broadcasting-based schemes have been proposed to efficiently support near-VOD services. However, none of these schemes allows the server to dynamically and seamlessly change the number of channels allocated to a video. Naively allocating a new set of channels for the transition could increase server's load, waste communication bandwidth, and even drain the channels of the system. In Tseng et al. (2000), it is shown how to enhance the Fast Broadcasting (FB) scheme for seam ...

Keywords: broadcasting, channel allocation, communication, staircase broadcasting, video-on-demand (VOD)


12 Supporting dynamic parallel object arrays



Orion S. Lawlor, Laxmikant V. Kalé

June 2001 **Proceedings of the 2001 joint ACM-ISCOPE conference on Java Grande**

Publisher: ACM Press

Full text available:  pdf(634.06 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We present efficient support for generalized arrays of parallel data driven objects. The "array elements" are scattered across a parallel machine. Each array element is an object that can be thought of as a virtual processor. The individual elements are addressed by their "index", which can be an arbitrary object rather than a simple integer. For example, it can be a series of numbers, supporting multidimensional sparse arrays; a bit vector, supporting collections of q ...

Keywords: object migration, parallel runtime, parallel tree

13 Mobile Computing: Binary interpolation search for solution mapping on broadcast and on-demand channels in a mobile computing environment



Jiun-Long Huang, Wen-Chih Peng, Ming-Syan Chen

October 2001 **Proceedings of the tenth international conference on Information and knowledge management**

Publisher: ACM Press

Full text available:  pdf(1.91 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We explore in this paper the problem of dynamic data and channel allocations with the number of communication channels and the number of data items given. It is noted that the combined use of broadcast and on-demand channels can utilize the bandwidth effectively for data dissemination in a mobile computing environment. We first derive the analytical models of the expected delays when the data are requested through the broadcast and on-demand channels. Then, we transform this problem into to a g ...

Keywords: data dissemination, dynamic data and channel allocation, mobile computing

14

Microprocessor implementation of a parallel processor



Gary J. Nutt

March 1977 **ACM SIGARCH Computer Architecture News , Proceedings of the 4th annual symposium on Computer architecture ISCA '77**, Volume 5 Issue 7

Publisher: ACM Press

Full text available: [pdf\(426.74 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

A wide variety of uses have been proposed for the spectrum of currently available microprocessor systems. Included in this set of applications is the use of microprocessors for implementing larger systems; here, the possibility of employing bit slice microprocessors for various parts of a multiple control unit SIMD processor is discussed. A brief summary of bit slice microprocessor architecture is given, followed by an outline of individual applications to various components such as control ...

15 Tracking mobile users with uncertain parameters

Zohar Naor

November 2003 **Wireless Networks**, Volume 9 Issue 6

Publisher: Kluwer Academic Publishers

Full text available: [pdf\(147.64 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

A method of reducing the wireless cost of tracking mobile users with uncertain parameters is developed in this paper. Such uncertainty arises naturally in wireless networks, since an efficient user tracking is based on a *prediction* of its future call and mobility parameters. The conventional approach based on dynamic tracking is not reliable in the sense that inaccurate prediction of the user mobility parameters may significantly reduce the tracking efficiency. Unfortunately, such uncertainty ...

Keywords: PCS, mobile, user tracking16 "Topologies"—distributed objects on multicomputers

Karsten Schwan, Win Bo

May 1990 **ACM Transactions on Computer Systems (TOCS)**, Volume 8 Issue 2

Publisher: ACM Press

Full text available: [pdf\(3.83 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Application programs written for large-scale multicomputers with interconnection structures known to the programmer (e.g., hypercubes or meshes) use complex communication structures for connecting the applications' parallel tasks. Such structures implement a wide variety of functions, including the exchange of data or control information relevant to the task computations and/or the communications required for task synchronization, message forwarding/filtering under program control, and so on ...

17 A new hybrid broadcast scheduling algorithm for asymmetric communication systems

Yufei Guo, M. Cristina Pinotti, Sajal K. Das

July 2001 **ACM SIGMOBILE Mobile Computing and Communications Review**, Volume 5 Issue 3

Publisher: ACM Press

Full text available: [pdf\(1.00 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

It is believed that broadcast is an efficient way to transmit data in an asymmetric communication system. Most of the previous work focused on either pull-based or push-based scheduling. However, for systems with a very large number of data items, none of these schemes is efficient individually. We propose a novel hybrid scheduling algorithm which uses both pull- and push-based schemes. In our approach, data items are divided, by a suitable cut-off point, into two disjoint sets: one consisting of ...

18 A survey and performance analysis of software platforms for interactive cluster-based multi-screen rendering



Oliver G. Staadt, Justin Walker, Christof Nuber, Bernd Hamann

May 2003 **Proceedings of the workshop on Virtual environments 2003 EGVE '03**

Publisher: ACM Press

Full text available: pdf(517.37 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citings](#), [index terms](#)

We present a survey of different software architectures designed to render on a tiled display. We provide an in-depth analysis of three selected systems, including their implementation of data distribution, sort-first rendering, and overall usability. We use various test cases to analyze the performance of these three systems.

19 A technique for partial broadcasting in networks (abstract)



Gurdip Singh

August 1997 **Proceedings of the sixteenth annual ACM symposium on Principles of distributed computing**

Publisher: ACM Press

Full text available: pdf(114.51 KB) Additional Information: [full citation](#), [references](#), [index terms](#)

20 Microarchitectures: Scaling the issue window with look-ahead latency prediction



Yongxiang Liu, Anahita Shayesteh, Gokhan Memik, Glenn Reinman

June 2004 **Proceedings of the 18th annual international conference on Supercomputing**

Publisher: ACM Press

Full text available: pdf(302.66 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In contemporary out-of-order superscalar design, high IPC is mainly achieved by exposing high instruction level parallelism (ILP). Scaling issue window size can certainly provide more ILP; however, future processor scaling demands threaten to limit the size of the issue window. In this study, we propose a dynamic instruction sorting mechanism that provides more ILP without increasing the size of the issue window. In our approach, early in the pipeline, we predict how long an instruction needs to ...

Keywords: CLP, LHT, MNM, SILO, instruction sorting

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1 Multicast traffic in input-queued switches: optimal scheduling and maximum throughput

 Marco Ajmone Marsan, Andrea Bianco, Paolo Giaccone, Emilio Leonardi, Fabio Neri
 June 2003 **IEEE/ACM Transactions on Networking (TON)**, Volume 11 Issue 3

Publisher: IEEE Press

 Full text available: [pdf\(770.61 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper studies input-queued packet switches loaded with both unicast and multicast traffic. The packet switch architecture is assumed to comprise a switching fabric with multicast (and broadcast) capabilities, operating in a synchronous slotted fashion. Fixed-size data units, called cells, are transferred from each switch input to any set of outputs in one time slot, according to the decisions of the switch scheduler, that identifies at each time slot a set of nonconflicting cells, i.e., cel ...

Keywords: input queued switches, multicast traffic, scheduling, switching

2 An efficient cell-scheduling algorithm for multicast ATM switching systems

 Wen-Tsuen Chen, Chun-Fu Huang, Yi-Luang Chang, Wu-Yuin Hwang
 August 2000 **IEEE/ACM Transactions on Networking (TON)**, Volume 8 Issue 4

Publisher: IEEE Press

 Full text available: [pdf\(254.39 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

Keywords: asynchronous transfer mode, cell-scheduling algorithm, head-of-line blocking problem, multicast

3 Scheduling of multicast traffic in tunable-receiver WDM networks with non-negligible tuning latencies

 Zeydy Ortiz, George N. Rouskas, Harry G. Perros
 October 1997 **ACM SIGCOMM Computer Communication Review , Proceedings of the ACM SIGCOMM '97 conference on Applications, technologies, architectures, and protocols for computer communication SIGCOMM '97**, Volume 27 Issue 4

Publisher: ACM Press

Additional Information:

Full text available:  pdf(1.65 MB)

[full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We consider the problem of supporting multipoint communication at the media access control (MAC) layer of broadcast-and-select WDM networks. We first show that bandwidth consumption and channel utilization arise as two conflicting objectives in the design of scheduling algorithms for multicast traffic in this environment. We then present a new technique for the transmission of multicast packets, based on the concept of a *virtual* receiver, a set of physical receivers which behave identical ...

4 [Queueing analysis of scheduling policies in copy networks of space-based multicast packet switches](#)

Biplab Sikdar, D. Manjunath

June 2000 **IEEE/ACM Transactions on Networking (TON)**, Volume 8 Issue 3

Publisher: IEEE Press

Full text available:  pdf(356.33 KB) Additional Information: [full citation](#), [references](#), [index terms](#)

Keywords: copy networks, multicast switches, queueing analysis, scheduling algorithms

5 [Random algorithms for scheduling multicast traffic in WDM broadcast-and-select networks](#)

Eytan Modiano

June 1999 **IEEE/ACM Transactions on Networking (TON)**, Volume 7 Issue 3

Publisher: IEEE Press

Full text available:  pdf(558.17 KB) Additional Information: [full citation](#), [references](#), [index terms](#)


Keywords: broadcast star topology, lightwave networks, local lightwave networks, multicast scheduling algorithms, multicast switching, multicast/broadcast algorithms, wavelength division multiplexing

6 [Scheduling multicasts on unit-capacity trees and meshes](#)

Monika R. Henzinger, Stefano Leonardi

January 1999 **Proceedings of the tenth annual ACM-SIAM symposium on Discrete algorithms**

Publisher: Society for Industrial and Applied Mathematics

Full text available:  pdf(1.30 MB) Additional Information: [full citation](#), [references](#), [index terms](#)

7 [Multicast Video-on-Demand services](#)



Huadong Ma, Kang G. Shin

January 2002 **ACM SIGCOMM Computer Communication Review**, Volume 32 Issue 1

Publisher: ACM Press

Full text available:  pdf(1.28 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The server's storage I/O and network I/O bandwidths are the main bottleneck of VoD service. Multicast offers an efficient means of distributing a video program to multiple clients, thus greatly improving the VoD performance. However, there are many problems to overcome before development of multicast VoD systems. This paper critically evaluates and discusses the recent progress in developing multicast VoD systems. We first present

the concept and architecture of multicast VoD, and then introduce ...

Keywords: Quality-of-Service (QoS), VCR-like interactivity, Video-on-Demand (VoD), multicast, scheduling

8 Access control in multicast packet switching

Xing Chen, Jeremiah F. Hayes

December 1993 **IEEE/ACM Transactions on Networking (TON)**, Volume 1 Issue 6

Publisher: IEEE Press

Full text available:  pdf(1.16 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)

9 Session 1C: Sublogarithmic approximation for telephone multicast: path out of jungle (extended abstract)

Michael Elkin, Guy Kortsarz

January 2003 **Proceedings of the fourteenth annual ACM-SIAM symposium on Discrete algorithms**

Publisher: Society for Industrial and Applied Mathematics

Full text available:  pdf(1.02 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Consider a network of processors modeled by an n -vertex graph $G = (V, E)$. Assume that the communication in the network is synchronous, i.e., occurs in discrete "rounds", and in every round every processor is allowed to pick one of its neighbors, and to send it a message. The *telephone k -multicast* problem requires to compute a schedule with minimal number of rounds that delivers a message from a given single processor, that generates the message, to all the proc ...

10 A comparison of ring and tree embedding for real-time group multicast

Mario Baldi, Yoram Ofek

June 2003 **IEEE/ACM Transactions on Networking (TON)**, Volume 11 Issue 3

Publisher: IEEE Press


Full text available:  pdf(612.80 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In general topology networks, routing from one node to another over a tree embedded in the network is intuitively a good strategy, since it typically results in a route length of $O(\log n)$ links, being n the number of nodes in the network. Routing from one node to another over a ring embedded in the network would result in route length of $O(n)$ links. However, in group (many-to-many) multicast, the overall number of links traversed by each packet, i.e., the networks ele ...


Keywords: communication systems, computer networks, flow control, multicast channels, multimedia communications, multimedia systems, real-time system, synchronization, timing

11 Multicast ATM switches: survey and performance evaluation

 Ming-Huang Guo, Ruay-Shiung Chang

April 1998 **ACM SIGCOMM Computer Communication Review**, Volume 28 Issue 2

Publisher: ACM Press

Full text available:  pdf(2.18 MB)

Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

Computer networks are undergoing a remarkable transformation. The widespread use of optical fiber to transmit data has made tremendous increases in network bandwidth.

Furthermore, greater CPU power, increasing disk capacity, and support for digital audio and video are creating demand for a new class of network services. For example, video-on-demand, distant learning, distant diagnosis, video conferences, and many others applications have popped up one after another in recent years. Many of these ...

12 Adaptive group multicast with time-driven priority

Mario Baldi, Yoram Ofek, Bülent Yener

February 2000 **IEEE/ACM Transactions on Networking (TON)**, Volume 8 Issue 1

Publisher: IEEE Press

Full text available:  pdf(240.68 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: fairness, multicast, quality of service, real time, ring networks, scheduling, time-driven priority

13 Video Streaming 2: Scheduled video delivery for scalable on-demand service

Min-You Wu, Su-Jun Ma, Wei Shu

May 2002 **Proceedings of the 12th international workshop on Network and operating systems support for digital audio and video**

Publisher: ACM Press

Full text available:  pdf(153.15 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Continuous media, such as digital movies, video clips, and music, are becoming an increasingly common way to present information, entertain and educate people. However, limited system and network resources have delayed the widespread usage of continuous media. In this paper, we propose a scalable and inexpensive video delivery paradigm, named *Scheduled Video Delivery (SVD)*. In the SVD paradigm, users submit requests with specification of start time. The provider schedules these requests t ...

Keywords: content delivery, multimedia, on-demand service, scalability

14 Multicast and antennas: An adaptive strategy for maximizing throughput in MAC layer wireless multicast

Prasanna Chaporkar, Anita Bhat, Saswati Sarkar

May 2004 **Proceedings of the 5th ACM international symposium on Mobile ad hoc networking and computing**

Publisher: ACM Press

Full text available:  pdf(234.46 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Bandwidth efficiency of wireless multicast can be improved substantially by exploiting the fact that several receivers can be reached at the MAC layer by a single transmission. The multicast nature of the transmissions, however, introduces several design.

Keywords: MAC layer scheduling, stability, throughput optimal policy, wireless multicast

15 RMDP: an FEC-based reliable multicast protocol for wireless environments

Luigi Rizzo, Lorenzo Vicisano

April 1998 **ACM SIGMOBILE Mobile Computing and Communications Review**, Volume 2 Issue 2

Publisher: ACM Press

Full text available:  pdf(1.34 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

In this paper we present a Reliable Multicast data Distribution Protocols (RMDP), and discuss its performance. The protocol is based on the use of FEC techniques to drastically reduce the impact of independent losses for different receivers, which make ARQ-based protocols perform very poorly as the number of receivers grows. The protocol is well-suited to the use with mobile equipment because of its simplicity, robustness to losses, moderate demand for feedback, and scalability.

16 Multicast contention resolution with single-cycle windowing using content addressable FIFO's

Kenneth J. Schultz, P. Glenn Gulak

October 1996 **IEEE/ACM Transactions on Networking (TON)**, Volume 4 Issue 5

Publisher: IEEE Press

Full text available:  [pdf\(1.12 MB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

17 Efficient rate-controlled bulk data transfer using multiple multicast groups

Supratik Bhattacharyya, James F. Kurose, Don Towsley, Ramesh Nagarajan

December 2003 **IEEE/ACM Transactions on Networking (TON)**, Volume 11 Issue 6

Publisher: IEEE Press

Full text available:  [pdf\(637.84 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Controlling the rate of bulk data multicast to a large number of receivers is difficult, due to the heterogeneity among the end systems' capabilities and their available network bandwidth. If the data transfer rate is too high, some receivers will lose data, and retransmissions will be required. If the data transfer rate is too slow, an inordinate amount of time will be required to transfer the data. In this paper, we examine an approach toward rate-controlled multicast of bulk data in which the ...


Keywords: bulk data, heterogeneity, multiple multicast groups, rate control

18 Scheduling calls for multicasting in tree-networks

Johanne Cohen, Pierre Fraigniaud, Margarida Mitjana

January 1999 **Proceedings of the tenth annual ACM-SIAM symposium on Discrete algorithms**

Publisher: Society for Industrial and Applied Mathematics

Full text available:  [pdf\(233.05 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

19 A packet scheduling approach to QoS support in multihop wireless networks

Haiyun Luo, Songwu Lu, Vaduvur Bharghavan, Jerry Cheng, Gary Zhong

June 2004 **Mobile Networks and Applications**, Volume 9 Issue 3

Publisher: Kluwer Academic Publishers

Full text available:  [pdf\(379.77 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Providing packet-level quality of service (QoS) is critical to support both rate-sensitive and delay-sensitive applications in bandwidth-constrained, shared-channel, multihop wireless networks. Packet scheduling has been a very popular paradigm to ensure minimum throughput and bounded delay access for packet flows. This work describes a packet scheduling approach to QoS provisioning in multihop wireless networks. Besides minimum throughput and delay bounds for each flow, our scheduling disciplin ...

Keywords: ad-hoc networks, fair queueing, wireless MAC, wireless scheduling

20 Scheduling: Pipelined two step iterative matching algorithms for CIOQ crossbar switches



Deng Pan, Yuanyuan Yang

October 2005 **Proceedings of the 2005 symposium on Architecture for networking and communications systems ANCS '05**

Publisher: ACM Press

Full text available: pdf(327.48 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Traditional iterative matching algorithms for VOQ switches need three steps, i.e., request, grant and accept. By incorporating arbitration into the request step, two step iterative matching can be achieved. This enables simpler implementation and shorter scheduling time, while maintaining almost identical performance. As an example of the two step iterative matching algorithms, in this paper we present Two Step Parallel Iterative Matching (PIM2), and theoretically prove that its average converge ...

Keywords: convergence, iterative algorithms, pipeline, scheduling

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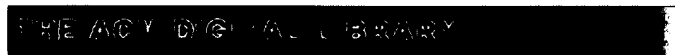
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1 [Strategies for decentralized resource management](#)



M. Stumm

 August 1987 **ACM SIGCOMM Computer Communication Review , Proceedings of the ACM workshop on Frontiers in computer communications technology SIGCOMM '87**, Volume 17 Issue 5

Publisher: ACM Press

Full text available: pdf(1.17 MB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Decentralized resource management in distributed systems has become more practical with the availability of communication facilities that support multicasting. In this paper we present several example solutions for managing resources in a decentralized fashion, using multicasting facilities. We review the properties of these solutions in terms of scalability, fault tolerance and efficiency. We conclude that decentralized solutions compare favorably to centralized solutions with respect to a ...

2 [Preliminary thoughts on problem-oriented shared memory: a decentralized approach to distributed systems](#)



David R. Cheriton

 October 1985 **ACM SIGOPS Operating Systems Review**, Volume 19 Issue 4

Publisher: ACM Press

Full text available: pdf(1.05 MB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Much of the work to date on distributed systems has focused on the correct choice of *communication paradigm*, stressing (for example) message primitives, remote procedure call, problem-oriented protocols and so on. A distributed system service is then implemented as a module executing on particular server machine that is accessed using these communication facilities. In contrast, the shared *memory paradigm* has been used on multiprocessor and uniprocessor systems. In the shared memo ...

3 [Multicast traffic in input-queued switches: optimal scheduling and maximum throughput](#)

Marco Ajmone Marsan, Andrea Bianco, Paolo Giaccone, Emilio Leonardi, Fabio Neri

 June 2003 **IEEE/ACM Transactions on Networking (TON)**, Volume 11 Issue 3

Publisher: IEEE Press

Full text available: pdf(770.61 KB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper studies input-queued packet switches loaded with both unicast and multicast traffic. The packet switch architecture is assumed to comprise a switching fabric with

multicast (and broadcast) capabilities, operating in a synchronous slotted fashion. Fixed-size data units, called cells, are transferred from each switch input to any set of outputs in one time slot, according to the decisions of the switch scheduler, that identifies at each time slot a set of nonconflicting cells, i.e., cel ...

Keywords: input queued switches, multicast traffic, scheduling, switching

4 Scalable and fault-tolerant support for variable bit-rate data in the exedra streaming server



Stergios V. Anastasiadis, Kenneth C. Sevcik, Michael Stumm
November 2005 **ACM Transactions on Storage (TOS)**, Volume 1 Issue 4

Publisher: ACM Press

Full text available: pdf(1.01 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We describe the design and implementation of the Exedra continuous media server, and experimentally evaluate alternative resource management policies using a prototype system that we built. Exedra has been designed to provide scalable and efficient support for variable bit-rate media streams whose compression efficiency leads to reduced storage space and bandwidth requirements in comparison to constant bit-rate streams of equivalent quality. We examine alternative disk striping policies, and qua ...

Keywords: Content distribution, multimedia compression

5 Adaptive group multicast with time-driven priority

Mario Baldi, Yoram Ofek, Bülent Yener
February 2000 **IEEE/ACM Transactions on Networking (TON)**, Volume 8 Issue 1

Publisher: IEEE Press

Full text available: pdf(240.68 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: fairness, multicast, quality of service, real time, ring networks, scheduling, time-driven priority

6 Papers: Program insertion in real-time IP multicasts



Jack Brassil, Sukesh Garg, Henning Schulzrinne
April 1999 **ACM SIGCOMM Computer Communication Review**, Volume 29 Issue 2

Publisher: ACM Press

Full text available: pdf(1.55 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

We describe the design, implementation and operation of a prototype system which seamlessly mixes real-time audio and video streams originating from multiple, physically separated sources. Mixing is entirely decentralized, relying on new protocols to coordinate transfer of session control between IP multicast sources. The system is motivated by the desire to perform dynamic insertion of advertisements in active, real-time multimedia sessions. It permits content providers and viewers a far richer ...

7 Algorithms for energy-efficient multicasting in static ad hoc wireless networks

Jeffrey E. Wieselthier, Gam D. Nguyen, Anthony Ephremides
June 2001 **Mobile Networks and Applications**, Volume 6 Issue 3

Publisher: Kluwer Academic Publishers

Full text available: pdf(202.40 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In this paper we address the problem of multicasting in ad hoc wireless networks from the viewpoint of energy efficiency. We discuss the impact of the wireless medium on the multicasting problem and the fundamental trade-offs that arise. We propose and evaluate several algorithms for defining multicast trees for session (or connection-oriented) traffic when transceiver resources are limited. The algorithms select the relay nodes and the corresponding transmission power levels, and achieve d ...

Keywords: ad hoc network, energy efficiency, multicasting

8 Proceedings - only: New channels, old concerns: scalable and reliable data dissemination



Colin Allison, Duncan McPherson, Dirk Husemann

September 2000 **Proceedings of the 9th workshop on ACM SIGOPS European workshop: beyond the PC: new challenges for the operating system**

Publisher: ACM Press

Full text available: pdf(76.39 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

An interesting trend in the continuing convergence of information technologies is the emergence of the Internet as a content provider in its own right, as opposed to its simply being one of many delivery channels. For example, it is increasingly the primary source for items such as court rulings and software releases. Unfortunately the IP protocols normally employed for reliable data transfer are of the point-to-point type and not well suited to large-scale one-to-many dissemination. Sudden rush ...

9 Video Streaming 2: Scheduled video delivery for scalable on-demand service



Min-You Wu, Su-Jun Ma, Wei Shu

May 2002 **Proceedings of the 12th international workshop on Network and operating systems support for digital audio and video**

Publisher: ACM Press

Full text available: pdf(153.15 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Continuous media, such as digital movies, video clips, and music, are becoming an increasingly common way to present information, entertain and educate people. However, limited system and network resources have delayed the widespread usage of continuous media. In this paper, we propose a scalable and inexpensive video delivery paradigm, named *Scheduled Video Delivery (SVD)*. In the SVD paradigm, users submit requests with specification of start time. The provider schedules these requests t ...

Keywords: content delivery, multimedia, on-demand service, scalability

10 Operating and runtime systems for high-end computing systems: MOLAR: adaptive runtime support for high-end computing operating and runtime systems



Christian Engelmann, Stephen L. Scott, David E. Bernholdt, Narasimha R. Gottumukkala, Chokchai Leangsuksun, Jyothish Varma, Chao Wang, Frank Mueller, Aniruddha G. Shet, P. Sadayappan

April 2006 **ACM SIGOPS Operating Systems Review**, Volume 40 Issue 2

Publisher: ACM Press

Full text available: pdf(522.07 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

MOLAR is a multi-institutional research effort that concentrates on adaptive, reliable, and efficient operating and runtime system (OS/R) solutions for ultra-scale high-end scientific computing on the next generation of supercomputers. This research addresses the challenges outlined in FAST-OS (forum to address scalable technology for runtime and operating systems) and HECRTF (high-end computing revitalization task force) activities

by exploring the use of advanced monitoring and adaptation to i ...

Keywords: RAS, availability, fault tolerance, group membership, high-end computing, monitoring, reliability

11 Network tomography from measured end-to-end delay covariance

N. G. Duffield, Francesco Lo Presti

December 2004 **IEEE/ACM Transactions on Networking (TON)**, Volume 12 Issue 6

Publisher: IEEE Press

Full text available:  pdf(831.48 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

End-to-end measurement is a common tool for network performance diagnosis, primarily because it can reflect user experience and typically requires minimal support from intervening network elements. However, pinpointing the site of performance degradation from end-to-end measurements is a challenging problem. In this paper, we show how end-to-end delay measurements of multicast traffic can be used to infer the under-lying logical multicast tree and the packet delay variance on each of its links. ...

Keywords: end-to-end measurement, multicast, packet delay, statistical inference, topology discovery

12 Algorithms for precomputing constrained widest paths and multicast trees

Stavroula Siachalou, Leonidas Georgiadis

October 2005 **IEEE/ACM Transactions on Networking (TON)**, Volume 13 Issue 5

Publisher: IEEE Press

Full text available:  pdf(720.46 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We consider the problem of precomputing constrained widest paths and multicast trees in a communication network. Precomputing and storing of the relevant information minimizes the computational overhead required to determine an optimal path when a new connection request arrives. We evaluate algorithms that precompute paths with maximal bandwidth (widest paths), which in addition satisfy given end-to-end delay constraints. We analyze and compare both the worst case and average case performance of ...

Keywords: QoS routing, bottleneck paths, graph theory, multicast trees, precomputation, widest paths, widest trees

13 A QoS adaptive transport system: design, implementation and experience



Andrew Campbell, Geoff Coulson

February 1997 **Proceedings of the fourth ACM international conference on Multimedia**

Publisher: ACM Press

Full text available:  pdf(1.29 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

14 Special session on NOMADS: An architecture to support cooperating mobile embedded systems



Edgar Nett, Stefan Schemmer

April 2004 **Proceedings of the 1st conference on Computing frontiers**

Publisher: ACM Press

Full text available:  pdf(245.28 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

There is a sustained trend to embed computer systems in all kinds of intelligent products.

Increasing emphasis is given to enhance the functionality of such systems beyond the provision of easy-of-use and comfort to more safety-critical tasks where they exert direct control over the intelligent product. Examples of such systems can be exploited in many domains like team robotics, factory automation, transport systems, and intelligent traffic control. To master the inherent complexity, we present ...

Keywords: mobile embedded systems, mobility and adaptivity, modeling of complex systems, service-based architectures, wireless ad-hoc networks

15 Group-guaranteed channel capacity in multimedia storage servers



Athanassios K. Tsiolis, Mary K. Vernon

June 1997 **ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 1997 ACM SIGMETRICS international conference on Measurement and modeling of computer systems SIGMETRICS '97**, Volume 25 Issue 1

Publisher: ACM Press

Full text available: pdf(1.74 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

One of the open questions in the design of multimedia storage servers is in what order to serve incoming requests. Given the capability provided by the disk layout and scheduling algorithms to serve multiple streams simultaneously, improved request scheduling algorithms can reduce customer waiting times. This results in better service and/or lower customer loss. In this paper we define a new class of request scheduling algorithms, called Group-Guaranteed Server Capacity (GGSC), that preassign se ...

16 Transparent replication for fault tolerance in distributed Ada 95



Thomas Wolf

June 1999 **ACM SIGAda Ada Letters , Proceedings of the ninth international workshop on Real-time Ada IRTAW '99**, Volume XIX Issue 2

Publisher: ACM Press

Full text available: pdf(668.60 KB)

Additional Information: [full citation](#), [abstract](#), [index terms](#)

In this paper we present the foundations of RAPIDS ("Replicated Ada Partitions In Distributed Systems"), an implementation of the PCS supporting the transparent replication of partitions in distributed Ada 95 using semi-active replication. The inherently non-deterministic executions of multi-tasked partitions are modeled as piecewise deterministic histories. I discuss the validity and correctness of this model of computation and show how it can be used for efficient semi-active replication. The ...

Keywords: distributed systems, fault tolerance, group communication, piecewise determinism, semi-active replication

17 Multicast Video-on-Demand services



Huadong Ma, Kang G. Shin

January 2002 **ACM SIGCOMM Computer Communication Review**, Volume 32 Issue 1

Publisher: ACM Press

Full text available: pdf(1.28 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The server's storage I/O and network I/O bandwidths are the main bottleneck of VoD service. Multicast offers an efficient means of distributing a video program to multiple clients, thus greatly improving the VoD performance. However, there are many problems to overcome before development of multicast VoD systems. This paper critically evaluates and discusses the recent progress in developing multicast VoD systems. We first present the concept and architecture of multicast VoD, and then introduce ...

Keywords: Quality-of-Service (QoS), VCR-like interactivity, Video-on-Demand (VoD), multicast, scheduling

18 Session: High availability in a real-time system



Carlos Almeida, Brad Glade, Keith Marzullo, Robbert van Renesse

September 1992

Proceedings of the 5th workshop on ACM SIGOPS European workshop: Models and paradigms for distributed systems structuring

Publisher: ACM Press

Full text available: [pdf\(463.36 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

The area of building *embedded real-time systems* is one in which the applications being designed are more advanced than the available underlying system support. Examples of such applications can be found in several fields, including robot control, avionics, and plant control systems. These systems all have hard real-time requirements: if a deadline is missed, then the result is catastrophic. Furthermore, such deadlines must often be met even in the face of bounded processor or n ...

19 System support for object groups



Rachid Guerraoui, Pascal Felber, Benoît Garbinato, Karim Mazouni

October 1998

ACM SIGPLAN Notices , Proceedings of the 13th ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications OOPSLA '98, Volume 33 Issue 10

Publisher: ACM Press

Full text available: [pdf\(2.12 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper draws several observations from our experiences in building support for object groups. These observations actually go beyond our experiences and may apply to many other developments of object based distributed systems. Our first experience aimed at building support for Smalltalk object replication using the Isis process group toolkit. It was quite easy to achieve group transparency but we were confronted with a strong mismatch between the rigidity of the process group model and the file ...

20 Proxy-assisted techniques for delivering continuous multimedia streams



Lixin Gao, Zhi-Li Zhang, Don Towsley

December 2003 **IEEE/ACM Transactions on Networking (TON)**, Volume 11 Issue 6

Publisher: IEEE Press

Full text available: [pdf\(589.78 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We present a proxy-assisted video delivery architecture that can simultaneously reduce the resources requirements at the central server and the service latency experienced by clients (i.e., end users). Under the proposed video delivery architecture, we develop and analyze two novel proxy-assisted video streaming techniques for on-demand delivery of video objects to a large number of clients. By taking advantage of the resources available at the proxy servers, these techniques not only significant ...

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